MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2016/2017

MAX2023 – FILM STUDIES

(All section / Groups)

15 October 2016
9.00 AM – 11.00 AM
(2 Hours)

INSTRUCTIONS TO STUDENT

1. This Question paper consists of **5** pages with **26** Questions only.

2. This exam paper consists of THREE parts:

Part One: Multiple Choice Questions	**Answer ALL questions**	**20%**
Part Two: Fill in the Blanks	**Answer ALL questions**	**20%**
Part Three: Essay Questions	**Answer FOUR questions**	**60%**

3. Print all your answers clearly in the Answer Booklet provided. Make sure you print your ID number on your Answer Booklet clearly before submitting it.

Part One: Multiple Choice Questions: 20%
Answer ALL Questions in the Multiple Choice Answer Sheet. Fill in the area completely.

1. What shot type typically provides a view of background information and is Capable of dwarfing a subject and making them appear small or insignificant?
   a. A wide-angle shot
   b. A dolly shot
   c. An extreme close-up
   d. An extreme long shot

2. The "Kuleshov effect" basically concerns with the _____ aspect in film.
   a. music
   b. mise-en-scène
   c. cinematography
   d. editing

3. What is the Three-Point System with respect to lighting?
   a. The combination of front light, diffused light and motivational light.
   b. The combination of under light, front light and fill light.
   c. The combination of key light, fill light and back light.
   d. Any combination of lights that cast stark shadows on an actor.

4. What is the rule of thirds?
   a. A framing convention that suggests at least three objects should be in a shot.
   b. A framing convention that divides the frame three horizontal sections and three vertical sections.
   c. A framing convention that attempts to make the two-dimensional screen appear three-dimensional.
   d. A framing convention that seeks to exploit deep-space and deep-focus composition simultaneously.

5. An editor's control of _____ can determine the pace or rhythm of a movie.
   a. camera composition
   b. colorization
   c. the duration of a shot
   d. discontinuity

Continued....

6. In editing terminology, which of the following suggests that the time on screen is longer than the time in the story?
   a. Overlapping editing
   b. Minimised editing
   c. Continuity editing
   d. Elliptical editing

7. Where does film fit into the six categories of the classical spectrum of art model?
   a. Dramatic, Practical, Narrative
   b. Environmental, Pictorial, Narrative
   c. Dramatic, Narrative, Musical
   d. All six categories.

8. In 1878_____, an American photographer, made a series of photographs of a running horse by using a series of cameras with glass plate film and fast exposure. This experiment was a precursor to the birth of film.
   a. Thomas Edison
   b. Eadweard Muybridge
   c. Lumièrè brothers
   d. Georges Méliès

9. Which of the following is NOT an example of a way in which mental subjectivity might be portrayed in a film?
   a. Dialogue between characters
   b. Images of a character's memories
   c. The use of slow motion to suggest hallucination
   d. An internal voice that reports a character's thoughts

10. A _____ film stock is extremely sensitive to light and is therefore useful in low-light situations.
    a. slow
    b. fast
    c. color
    d. black and white

Continued....

Part Two: Fill In The Blanks: 20%
Answer ALL questions.
Answers can be a word, a film terminology (might consist more than one word) or a name (might consist more than one word) .

1. A _____ (film genre) is usually about life on some frontier.
2. The _____tells how to maintain screen direction when different shots such as shot/reverse-shot, from the same scene are edited together.
3. A _____(type of shot) is a camera movement that scans a scene vertically (up and down/ down and up) where the camera is mounted on tripod and remains stationary.
4. A _____is a sound element that is repeated in the film in a significant way, usually associated with a certain character, idea or situation.
5. The fundamentals of sound include_____, loudness and texture.
6. Editing establishes _____, topical, temporal and graphic relationships between two or more shots.
7. _____ (lighting term) refers to the kind of lighting where the image is overly bright and creates an impressionist and angelic atmosphere to the scene.
8. _____ is a kind of camera angle that looks down on settings of characters from high above. This kind of shot somehow puts the audience in a god-like position, looking down on the actions.
9. A _____occurs when an object blocks the light and cast a shadow of its own shape on another surface, such as a wall.
10. _____ (mise-en-scène aspect) consists of visual elements such as appearance, body gestures, facial expressions and action, and sonic elements such as the tone of voice, the pace of speech and sound effects.

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Part Three: Short Answers Questions: 60% (15% each)
Answer only 4 questions. Choose 4 out of the 6 questions.

1. Select only THREE from the film genres below, and give a brief description of the particular genre, its characteristics and conventions. Use a sample film to explain your points. (15%)
   (a) Horror (5%)
   (b) Musical (5%)
   (c) Western (5%)
   (d) Crime (5%)

2. Select only THREE of the following mise-en-scène aspects and explain them with examples. (15%)
   (a) Setting (5%)
   (b) Lighting (5%)
   (c) Costume & Make-up (5%)
   (d) Acting/Action of the figure (5%)

3. Sound can achieve very strong impact in film, although often unnoticeable. Briefly discuss FIVE functions of film sound with an example to explain how it functions in the scene. (15%)

4. Explain the following terms in Editing. (15%)
   (a) Temporal Relations between two shots (5%)
   (b) Graphic Relations between two shots (5%)
   (c) Spatial Relations between two shots (5%)

5. Define ALL of the following terms: (15%)
   (a) Tracking Shot (3%)
   (b) Low-key Lighting (3%)
   (c) Crosscutting (3%)
   (d) Off-screen Space (3%)
   (e) Diegetic/Non-diegetic (3%)

6. (a) Is realism the ultimate factor to evaluate how "good" a film is with the design of its mise-en-scène aspects? Discuss this statement. (7%)
   (b) Discuss the temporal relations of sound in film where it affects the "time" element in the story. Use examples to support your explanation. (8%)

End of Paper.